Bally MIDWAY™

Up'n Down™

OFFICIAL ARCADE GAME

BY SEGA®

COMMODORE 64™

You're racing your BAJA BUGGER over dangerous and treachorous roads. But your opponents aren't just trying to win the race, they're trying to make it the last race you run. To stay alive, jump your BAJA BUGGER and land on top of your opponents.

Earn points by collecting flags, balloons and other prizes along the course. Watch out for TOASTERS, PICK-UP TRUCKS, FLAG CARS, TANKS, WEDGE CARS and other deadly opponents. They'll try to collide with you. . . and if they do, you're dead.

Fasten your seat belt and get ready for the wildest strip of road you've ever been crazy enough to drive.

USING YOUR CONTROLS

CARTRIDGE

1. Insert the game cartridge while the power is OFF.
2. Turn the power ON and you'll hear the BAJA BUGGER theme music as the gameplay screen appears.

DISKETTE

1. Insert the disk into the drive unit and close the drive door.
2. Type into the Commodore computer this line, followed by the RETURN key:

   LOAD "★", 8, 1

   The disk will now spin for a while and the gameplay screen will appear.

CARTRIDGE and DISKETTE

3. Use GAME SELECT to choose one or two players. When two are playing, players take turns. The game will continue as a two player game until power is turned off or game is reset. When playing two player game, you need to press the fire button to start each round. The game pauses for players to exchange the joystick. The joystick should be plugged into port #2.
4. Select: E (Easy)
   M (Medium) Difficulty levels
   H (Hard)

   RESTORE puts you back on the menu screen.
   RUN STOP pauses the game.
5. Use your four-way joystick control to maneuver your BAJA BUGGER over the motocross course.

   UP—Increase speed

LEFT—Turn left
RIGHT—Turn right
DOWN—Decrease speed

6. Press the FIRE button to make your BAJA BUGGER jump. You can jump in place, from one road to another, or from point to point on the same road.
7. If you wish to play using your keyboard rather than joystick control, use the following keys to maneuver your BAJA BUGGER:

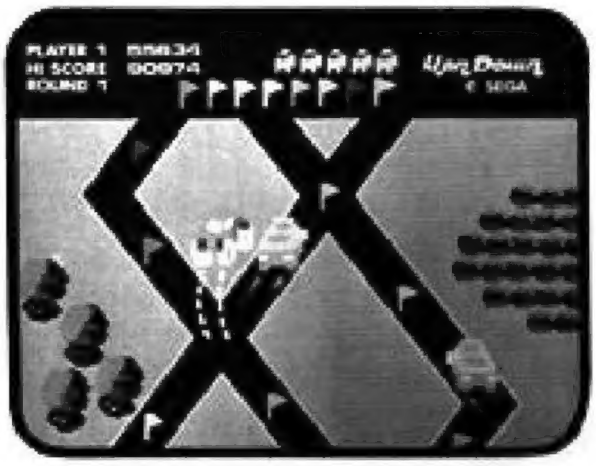
   A—Increase speed
   Z—Decrease speed
   J—Turn left
   K—Turn right

   Once the keyboard is selected, push the space bar to start the game.
8. The SPACE BAR is used to make your BAJA BUGGER jump when using the keyboard controls.

NOTE: The BAJA BUGGER can only jump while moving forward. If you pull back on the joystick control while jumping, the BAJA BUGGER will accelerate backwards until the jump "action" is complete. This is important because you may want to move backward to collect flags and other prizes.

9. After a game is finished, you may use the jump button to start another game.

HOW TO PLAY

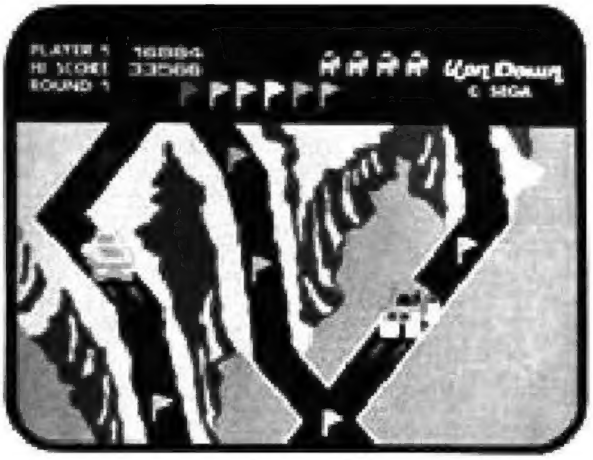


The screen shows various treacherous roads which scroll from the top of the screen to the bottom. A flag display at the top of your screen indicates the number of flags. Flags are collected simply by driving over them with your BAJA BUGGER. Flags turn white when you pick them up. The colored ones left are the ones you still need to pick up.

The course has at least two lanes which zig-zag across the screen and will intersect along the way. Some roads might lead to maps which let you jump across stretches of broken road and some roads lead to dead ends.

If you jump and land off the road at any point, you lose one of your five cars. After your fifth BAJA BUGGER is destroyed, the game is over.

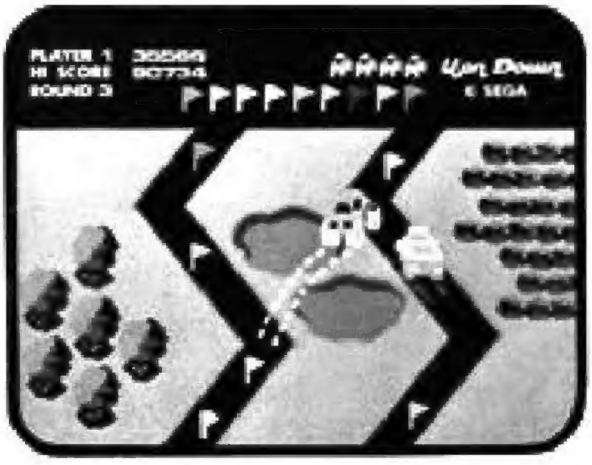
The number of BAJA BUGGERS you have remaining is indicated by little red cars in the upper right of your screen.



The courses become more difficult to survive as you progress from one round to the next, up to round eight. After eight, rounds will repeat beginning with round 5 and repeating through 8. For example: round 9 will be a more difficult version of round 5. When all ten flags have been collected, you advance to the next, more difficult round.

The round counter goes to 99. Round counter is below HIGH SCORE.

As your BAJA BUGGER travels across the treacherous roads, you'll encounter various opponents along the way. They may come from behind



or may be moving in front of you at a slower or faster speed. You earn points for successfully jumping on top of them. If you collide with any of these opponents or jump up and off the track, you lose one of your BAJA BUGGERS.

SCORING

The score for player 1 is located at the top left corner of the screen. If there is only one player, HIGH SCORE will be displayed below the player 1 score.

The score for player 2 is located at the top left corner of the screen, below player 1 score. It replaces the HIGH SCORE display.

HIGH SCORE is displayed on the menu screen.

Each round you advance will bring new opponents and prizes to the track. You'll have to be more aware not to collide with them. Be ready to jump them for extra points.

Here's how you earn points:

Collect flag	100 Points
Collect balloon	600 Points
Collect ice cream cone	600 Points
Collect hat	600 Points
Jump on opponent	400 Points
In addition, your speed and the distance you cover in a certain period of time could earn you bonus points	10 Points

After you have completed one level of play, a display will indicate the time it took to complete that course. If your elapsed time falls into one of the five bonus levels, that bonus will flash for three seconds and will be added to your score. The game will automatically go to the next round.

Your game time _____ minutes _____ seconds	
0-29 seconds	20,000
30-39 seconds	10,000
40-49 seconds	5,000
50-59 seconds	3,000
60-69 seconds	1,000
70 seconds and up	no bonus

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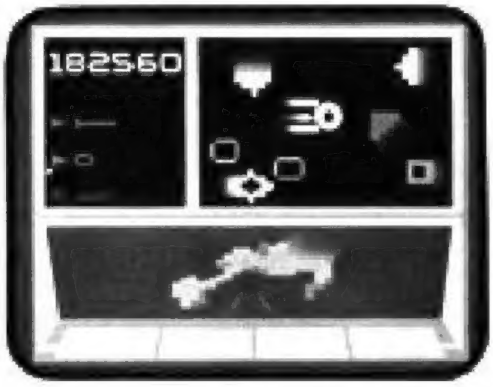
STRATEGIC OPERATIONS SIMULATOR

Sega, the arcade winners, take you where no video game has dared to go before with STAR TREK—STRATEGIC OPERATIONS SIMULATOR. Take command at the helm of the U.S.S. Enterprise as you train for your super challenging space mission.

Destroy deadly KLINGONS and ANTI-MATTER SAUCERS as you gain the nerve and skill to be victorious against the Federation's most awesome enemy . . . the mine-laying NOMAD!

Now all the action and adventure of STAR TREK zooms right into your home. Control the STAR TREK—STRATEGIC OPERATIONS SIMULATOR and feel the thrill of maximum space challenges . . . but remember only you can save the Federation!

OFFICIAL ARCADE VERSION



SEGA Congo Bongo™

You can hear the beat of jungle drums in the fun-filled cartoon adventure, CONGO BONGO. Colorful, state-of-the-art, 3-D graphics burst on the screen as your Jungle Adventure hunts down Congo Bongo, the mischievous giant gorilla. There are plenty of thrills and challenges along the way: huge cliffs, coconuts, pesky chimps, treacherous lakes and mean, charging rhinos. CONGO BONGO—more fun than a barrel of monkeys . . . or gorillas!

OFFICIAL ARCADE VERSION

7001-00905

SEGA BUCK ROGERS™
PLANET OF ZOOM

Now, bring the 25th century into your home with the thrilling new home version of the arcade favorite, Buck Rogers—Planet of Zoom.

Fight the Battle of Planet Zoom. Skimming the surface of the planet you slip through deadly Electron Posts and smash enemy Space Hoppers. Penetrate waves of Alien Saucers as you blast deeper into space to do battle with your most powerful and cunning enemy . . . the MOTHER SHIP!

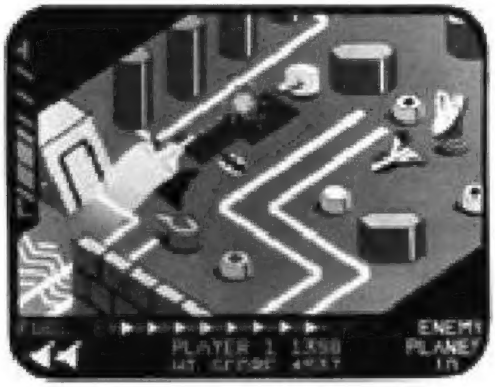
- ONE PLAYER COSMIC COMBAT
- EXPLOSIVE 3-D COLOR GRAPHICS
- THREE GALACTIC SCREEN DISPLAYS
- FAST PACED TIMED ACTION
- DEMANDING PILOT SKILLS AND CHALLENGES
- JOYSTICK CONTROLS

Now you can experience the thrills and challenges of cosmic combat like never before . . . after all who knows space better than Buck Rogers and who knows great games better than SEGA!

OFFICIAL ARCADE VERSION

SEGA ZAXXON™

- THE OFFICIAL HOME COMPUTER VERSION OF SEGA'S CLASSIC ARCADE GAME
- UNIQUE COLOR GRAPHICS
- 3-DIMENSIONAL SCROLLING BATTLEFIELD COMPLETE WITH ENEMY AIRCRAFT, FUEL TANKS, ANTI-AIRCRAFT TANKS
- NERVE-RATTLING SOUND EFFECTS
- INCLUDES DEADLY ZAXXON ROBOT ENCOUNTER



ZAXXON thrusts you into the depths of outer space. Test your pilot skills as you strap into the command position. Prepare for an action-packed challenge of space survival.

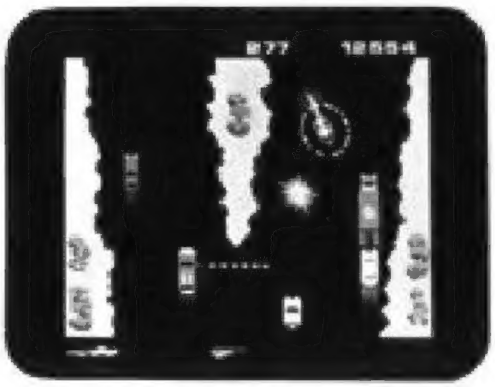
Score points as you dive, climb, and swoop down to destroy the enemy's floating fortress. Dodge deadly laser barriers, enemy missiles, and rapid gunfire! Destroy enemy fuel tanks and your own supply is replenished. Survive the enemy's fighter fleet attack and face the ultimate challenge . . . the powerful, armored ZAXXON ROBOT.

Bally MIDWAY

SPY HUNTER™

SPY HUNTER...CONSIDERED ARMED AND EXTREMELY DANGEROUS.

- The Official Home Version of Bally/Midway's Arcade Thriller
- Exclusive Dual Weapons Spy Control
- You control the turbo charged race car/hydro spy boat
- You control a deadly arsenal of missiles, machine guns, oil slicks and smoke screens
- Five nerve-shattering spy-action screens
- Sophisticated spy- challenging graphics



This is hardly a game. It's a high-speed test of your secret agent skills. Meet the challenge and survive Spy Hunter!

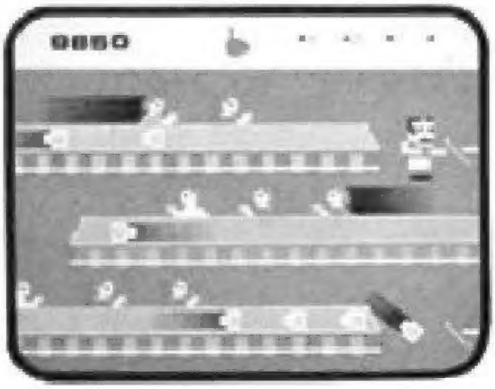
OFFICIAL ARCADE VERSION

Bally MIDWAY

TAPPER™

SIDE-SPLITTING, SODA-SLINGING LAUGHS AND SPILLS!

- The Official Home Version of Bally/Midway's Arcade Sensation
- Three belly-busting screens of Soda Fountain Fun, including:
  —Four mad-capped bar rooms of soda-starved, clammering cowboys, sports fans, punks and space creatures
  —Plus a head-spinning Soda Bandit Bonus Round
- Awesome color-packed action graphics



Just try to keep your cool as hot-headed, crazy customers blitz your bar for another cold one.

OFFICIAL ARCADE VERSION

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